



Customer Support:
CAPCOM ASIA CO., LTD.
Tel.:(852) 2366-1001
email: info-asia@capcom.com



CAPCOM ASIA CO., LTD.
©CAPCOM CO., LTD. 2013 ALL RIGHTS RESERVED.
LOST PLANET, CAPCOM and the CAPCOM LOGO
are registered trademarks of CAPCOM CO., LTD.
Unreal®, the circle-U logo and the Powered
by Unreal Technology logo are trademarks or
registered trademarks of Epic Games, Inc. in the
United States and elsewhere. Uses Bink Video.
Copyright© 1997-2011 by RAD Game Tools, Inc.
Dolby and the double-D symbol are trademarks
of Dolby Laboratories. This software product
includes Autodesk® Kynapse® software, © 2013
Autodesk, Inc. All rights reserved. This software
product includes Autodesk® Scaleform®
software, © 2013 Autodesk, Inc. All rights
reserved. KINECT, Xbox, Xbox 360, Xbox LIVE, and
the Xbox logos are trademarks of the Microsoft
group of companies and are used under license
from Microsoft. All other trademarks are owned
by their respective owners.



CAPCOM®



警告

在您開始玩遊戲之前，請詳讀 Xbox 360® 主機說明、Xbox 360 Kinect® 感應器手冊、以及其他任何周邊裝置手冊上的重要安全與健康須知。請妥善保留所有手冊，以供日後參考之用。如需替換硬體手冊，請前往 www.xbox.com/support。

進行視訊遊戲的重要健康警告

光刺激誘發癲癇症

有極少數的人在觀看一些視覺影像時可能會突然癲癇發作。這些影像包括電玩遊戲中出現的閃光或圖形。甚且連沒有突然發病或癲癇史者也可能在進行電玩遊戲時，出現類似癲癇症狀。這類未經診斷的症狀稱為「光刺激誘發癲癇症」。

癲癇症狀包括頭昏眼花、視幻覺、眼部或臉部抽搐、手腳痙攣、暫失方向感、精神混淆或者暫時失去意識。癲癇發作時可能因為失去意識或抽筋之故，跌落地面而受傷或碰撞到周遭物品。

若出現以上所述任何症狀，請立即停止該遊戲並送醫診斷。家長應該在場看顧或者詢問其是否有以上症狀。相較於成人，兒童及青少年更有可能發生此類癲癇症。若要降低誘發光刺激誘發癲癇症的風險，可以進行下列預防措施：

- 待在距離螢幕較遠的地方
- 使用較小的螢幕
- 在照明充足的室內進行遊戲
- 不要在感覺疲累或倦怠時進行遊戲

如果您自己或您的親友有癲癇史，請在進行遊戲之前先與醫師諮詢。



WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.





LOST PLANET 3

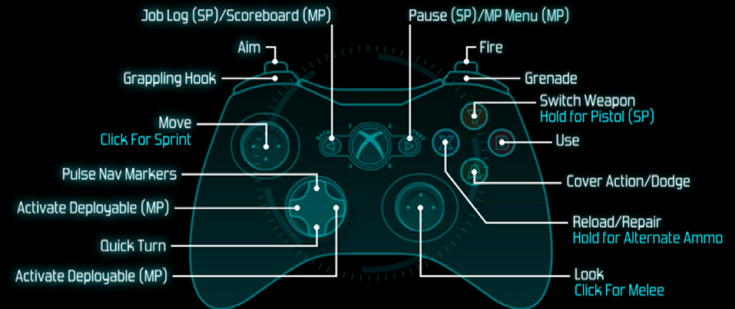
CONTROL SCHEME

THIS SECTION OUTLINES BASIC CONTROL INSTRUCTIONS. PLAYERS MAY CHOOSE BETWEEN SEVERAL CONTROL SCHEMES. FIND THE METHOD THAT'S RIGHT FOR YOU.
* THE 'CONTROLLER CONFIGURATION' CAN BE CHANGED THROUGH 'CONTROLS' IN 'OPTIONS' ON THE MAIN MENU.



* THIS GAME SUPPORTS VIBRATION. XBOX 360 CONTROLLER IS REQUIRED FOR VIBRATION.

CONTROL SCHEME



CONTROLLER ABOVE SHOWS THE DEFAULT CONTROL SCHEME FOR PLAYER ON FOOT.

ON FOOT

A	COVER/DODGE
B	USE
X	RELOAD/REPAIR (HOLD FOR ALT AMMO)
Y	SWITCH WEAPON - HOLD FOR PISTOL
RB	GRENADE
RT	FIRE
RS	LOOK - CLICK FOR MELEE
LB	GRAPPLING HOOK
LT	AIM
LS	MOVE - CLICK FOR SPRINT
	PULSE NAV MARKERS
	QUICK TURN
	ACTIVATE DEPLOYABLE (MP)
	ACTIVATE DEPLOYABLE (MP)
▶	PAUSE (SP)/MP MENU (MP)
◀	JOB LOG (SP)/ SCOREBOARD (MP)

ALTERNATE COVER

A	DODGE ONLY
B	COVER ACTION

ALTERNATE SPRINT

A	COVER/DODGE/SPRINT
LS	MOVE ONLY

ALTERNATE UTILITY RIG CONTROLS

Y	EXIT RIG
B	SWITCH ARM MODULE

ALTERNATE VITAL SUIT CONTROLS

Y	EXIT VEHICLE
----------	--------------

UTILITY RIG

A	NONE
B	EXIT RIG
X	ATTACK/COMBO
Y	SWITCH ARM MODULE
RB	BLOCK/ACTIVE DEFENSE
RT	DRILL/TORCH (UPGRADE)
RS	LOOK
LB	WINCH
LT	GRAB
LS	MOVE - CLICK FOR SHOCK-JUMPER
	SHOW CURRENT OBJECTIVE
	PLAY MUSIC
	PREVIOUS TRACK
	NEXT TRACK
▶	PAUSE
◀	JOB LOG

VITAL SUIT

A	DASH
B	EXIT VEHICLE
X	RELOAD
Y	NONE
RB	NONE
RT	FIRE CHAINGUN
RS	LOOK
LB	NONE
LT	FIRE ROCKET
LS	MOVE
	NONE
	NONE
	NONE
	NONE
▶	MP MENU
◀	SCOREBOARD